



## BORIS THE SPIDER

A Journal of Duplicitous  
Doings, Raw Power, and  
Naked Greed



Volume IV, #29

7 Aug 94

### BORIS HONORED!!

We've been informed that *Boris The Spider* has been voted "3rd Best Zine" and "Most Improved Zine" in the recent Runestone Poll. What a difference a few center staples can make! We'd like to thank all those who voted for us and pledge to keep trying to improve our format.

We've also gotten Boardman Numbers for all eight of our DIP games. They are 1994AN-1994AU for "Boris I" through "Boris VIII" respectively. We've included the numbers for the active games in the game logo. Boardman numbers are given to postal games to identify them and to enter them in that great data base of postal game results. All who played in them have thus been immortalized in the game archives forever. Or at least as long as the "Hobby" exists.

**ALTERNATE ALERT:** Jim Fryling is resigning the Austrian position in "Boris VII". Also Andy York's England in "Boris VI" may be available. Interested parties are requested to send orders for either or both positions.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "The victories of Diplomacy are won by a series of microscopic advantages; a judicious suggestion here, an opportune civility there, a wise concession at one moment and a farsighted persistence at another; of sleepless tact, immovable calmness and patience that no folly, no provocation, no blunder can shake."  
--Lord Salisbury

Congratulations are in order for Paul and Lisa Saunders whose second born arrived 28 Jul. Weighing in at 9 lb. 4 oz and measuring 21.5 in. Calvin Lewis is sure to become a top contender at AvalonCon a few years hence. You read it here first.

The Train Gamer's Association is up and running. Dues are \$30/year which gets you a t-shirt and a newsletter ride with Mayfair ads. The first issue was mainly convention notices (TGA runs the "Puffing Billy" Tournaments at several). The next issue promises to publish some 1835 variants. Their address: TGA, PO Box 461072, Aurora, CO 80046-1072.

The issue also had a prepublication announcement for 1856 (SE Ontario, reviewed here by Don Chinnery in BORIS #7) and 1870 (Upper Midwest). Both list at \$45, but you can order now and get one or both for \$40 each and \$2 shipping for the first and .50 for each additional. The ad said you had until 15 Jul for 1856 and 15 Aug for 1870, but they seemed willing to extend the deadline a bit when I ordered mine. Call Mayfair Games at 1-800-432-4376 to order or write 5841 W Howard St., Niles IL 60714.

Ty Hare informs me that the latest issue on *Moves* (#80) has HISTORY OF THE WORLD as its cover story and features a strategy analysis and a replay of a game. If you can't get it locally, contact Ty by either e-mail or snail-mail.

### BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award goes to Ron Fisher for his article in the *Steppe Star* in "Boris VIII".

This month's Ms Nar Super-Gudzy Bomb goes to Boris for losing Franz's (and perhaps Fryling's) orders.

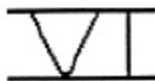
PERSONAL COMMUNICATIONS HERE:

**DEADLINE FOR ALL GAMES IS NOON (CDT) 3 SEP 94**



# RIOTS IN ENGLAND!

Fall 1908



199485

ERRATA: Austria's order [F Tyn-Ion] failed.

WALL STREET JOURNAL—Austria approaches critical mass with the remnant of France being nearly enough to give him victory. England's collapse cannot but help Tear David's chances, but is it too little too late?

## TROOP MOVEMENTS

AUS (Morrison): A Bur-Par, [F Mar H]([r-???]), [F Tyn-Tun], A Ruh-Kie, A Tri-Man, A Ser S A Ruh-Kie, A Sil S A Ber, A Vie-Gal, A Bud S A Vie-Gal, [A Ser-Bul(sc)], [F Gre S A Ser-Bul(sc)], [F Ion-Aeg];  
 ENG (York): NMR A Hol H(u), F Ska H(u), F Nth H(u), F Ber H(u), [F Swe H](u, r-???), F Nwy H(u), [A StP H](u,d), F Eng H(u);  
 FRA (Rezzarday): A Gas S A Spa-Mar, A Spa-Mar, [F Wes-Tun];  
 RUS (Anderson): A Mos S A Fin-StP, A Kie-Den, A Den-Swe, A Gal-War, [F Aeg-Gre], F Bel S A Den-Swe, A Fin-StP, F Con S A Bul, A Lva S A Fin-StP, A Rum S A Bul, [A Bul S F Aeg-Gre].

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; aso = unit not so ordered; nap = no such place; nsu = no such unit; oth = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered. Austrian F MAR must retreat oth or to LYO or PIE. English F SWE must retreat oth or to BOT or FIN.

## SUPPLY CENTER CHART

AUS: Bud Tri Ser Nap Rom Ven Vie Tun -Mar Ser Gre Spa +Kie +Man  
 +Par (14) Build 2  
 ENG: Edi Lon Lpi Hol Nwy -Swe Bel -StP (6) Tear 1\*  
 FRA: Bre -Par Por +Mar (3) Even  
 RUS: Mos Ser War Con Smy Ank -Kie Bul -Mun Den Rum +StP +Swe (11) Even

- \* If England retreats F SWE oth, then she need not tear another unit.

Due next time are orders for the builds/tears and Spring 1909. Note that France has a new phone number.

## EMBASSY BEAT

PARIS—Everybody get out of my country or die!

## BORIS WORLD PRESS REVIEW

Aida-Chur Archivist—FROG sold 120 rubles and bought 165 pounds last season.

Kroner rise \$2 to \$14, pounds drop \$2 to \$6, and francs and rubles are unchanged.

Company	\$	Kroner	Pounds	Francs	Rubles	Value
RVE	89	220	0	0	75	\$3974
NEWBOT	4	192	0	0	74	\$3506
USED	0	183	20	0	0	\$2682
RETW	2293	0	0	0	0	\$2293
WOMEX	1	0	333	0	0	\$1999
PRB	0	0	331	0	0	\$1988
CCH	1	80	0	0	0	\$1121
FROG	0	3	0	0	120	\$1032
MT	0	0	0	0	0	\$ 0

LEGEND: CCH = Corporation for Currency Holding, FROG = Federal Reserve Option and Guarantee, NEWBOT = Neenah World Board of Trade, PRB = People's Revolutionary Bank, RETW = Retired Wayne, RVE = RV Exchange, USED = Uranian Circus Exchange & Depository, WOMEX = Wordelmann's Monetary Exchange.

The Aida-Chur Bourse is open this season.



# GM ERROR CAUSES TIME RIFT!!

# VII

## Fall 1903 (Again)

## 1994 AT

MURKWOOD: Guess what I found while visiting the dustier corners of my hard drive? Franz's orders for last season. The only difference they would've made is that he kept TUN and got to build and Anderson didn't. That's fairly significant, so I'm rolling back the turn to include his orders; he shouldn't suffer for my oversight. Similarly, all the player's subscriptions have been lengthened by one issue to atone for this error. I have the orders and press submitted this time on file and will use them next time unless instructed otherwise. Fryling remains NMR and has resigned this position.

### TROOP MOVEMENTS

AUS (?????): NMR A Ser H(u), [A Rum H](u, r-???), A Tri H(u), F Aeg H(u), A Gre H(u), A Gal H(u);  
 ENG (Hanna): F Nwy-StP(nc), [F Eng S GER A Ruh-Bel](nso);  
 FRA (Cohn): [A Per-Ber], A Bel H, [F Por-Spa](sc), [A Mar-Pie], [A Bur-Mar], [F Bro-Eng];  
 GER (Morrison): F Hel-Nth, F Ska S F Hel-Nth, [A Den S RUS F Bot-Swe](nso), A Ruh-Mun, A Kie-Hol;  
 ITA (Franz): [A Pie-Mar], A Rom H, [F Wes-Tun], [F Spa](sc) S A Pie-Mar];  
 RUS (Carbonneau): A Mos S A Ukr-Ser, A War-Pru, [F Bot-Nwy](imp), A Ukr-Ser;  
 TUR (Anderson): [A Bul-Ser], A Sev-Rum, F Bla S A Sev-Rum, A Arm-Smy, [F Tyn-Tun].

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered. Austrian A RUM must retreat oth or to BUD or UKR.

### SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre -Rum Ser  
 ENG: Edi Lon Lpl Nwy +StP  
 FRA: Bre Mar Per Bel Por -Spa  
 GER: Ser Kie Mun Den Hol  
 ITA: Nap Rom Ven Tun +Spa  
 RUS: Mos -StP War Swe +Sev  
 TUR: Ank Con Smy Bul -Sev +Rum

(5) Tear 1\*  
 (5) Build 3  
 (5) Tear 1  
 (5) Even  
 (5) Build 1  
 (4) Even  
 (5) Even

\*May not tear if A RUM retreated oth.

Due next time are builds/tears and orders for Spring 1904. Italy has a new address.

### BOLDHOME BOURSE

#### FALL 1903A Action

PRB sells 500 crowns, 500 pounds, 500 marks, and 500 lire, and buys 1950 rubles (\$24+510+450+545+415+440-2028 = \$41).  
 RVE sells 500 crowns and 500 marks and buys 1500 pounds (\$305+510+545-1350 = \$110).  
 CLOWNS sell 500 francs, buy 500 pounds (\$2+490-450 = \$42)

	US	AUS	ENG	FRA	GER	ITA	RUS	TUR	
FAL 03:	1.00	1.22	0.90	0.98	1.09	0.89	1.04	0.95	
PAL03A:	1.00	1.12	1.05	0.93	0.99	0.83	1.24	0.95	
Corp	US	AUS	ENG	FRA	GER	ITA	RUS	TUR	Value
PRB	41	900	1300	1000	1000	3000	1550	0	\$9293
RVE	110	1500	1500	500	1500	0	2000	0	\$7795
Per	0	1000	1000	1000	1000	1000	1000	1000	\$7110
CLOWNS	42	1800	1500	0	1100	0	1000	1200	\$7102
RTE	0	1000	1000	1750	500	500	500	1750	\$6990
TPB	31	1500	700	1100	1300	300	300	1800	\$6897

LEGEND: CLOWN = Contentual Liberties of Worthy Nations Securities, PRB = Peoples' Revolutionary Bank, RVE = RV Exchange, TPB = Tundra Pest Bank.



# WAR BEGINS!

# VIII

Spring 1901

1994 AD

**CLIFFHOME**--A rather quiet beginning. Wormtongue has evidently convinced the Italians to go westward and the Russians southward. An invasion of England appears to be in the offing but there is no indication of what the Germans think of the idea. By the way, Archduke Frying's claim to have sent orders for this one earlier has been validated, having found them on Sun 7 Aug lurking near where Franz's "Boris VI" orders were also found. I must offer my apologies for impugning his reputation and increment everyone's subscription one issue (sorry, "Boris VI" participants, limit of one freebie per issue). It's happened before, it'll probably happen again.

## TROOP MOVEMENTS

AUS (Frying): A Bad-Ser, A Vie-Bud, F Tri-Alb;  
 ENG (Anderson): A Lpl-Yce, F Edi-Nrg, F Lon-Nth;  
 FRA (Franz): A Mar-Bar, A Par-Pic, F Bre-Eng;  
 GER (Carbonneau): A Ber-Kie, A Mun H, F Kie-Den;  
 ITA (Zodda): A Rom-Apu, A Ven-Pie, F Nap-Ion;  
 RUS (R. Fisher): A Mos-Sev, A War-Ukr, F Sev-Bla, F StP(sc)-Bot;  
 TUR (Hyatt): F Ank-Con, A Con-Bul, A Smy-Ank.

Due next time are orders for Fall 1901. Note new address for Russia.

## EMBASSY BEAT

**BERLIN**--To one and all: Have a good day and a good war.

**ROME**--The Italian government has declared they will follow their usual war strategy...wait 'til the outcome is decided and then ally with the winner. It has worked every other war, so why should this one be any different.

**VIENNA**--The Foreign Ministry deeply regrets that communications between the Archduke and the Sultan are unable to prevent the Sultan's naked aggression directed toward our erstwhile Russian ally. The Ministry also warned the Italian government that unprovoked attacks upon Austrian cities would result in the Archduke establishing his new government in Rome.

## BORIS WORLD PRESS REVIEW

**Rome Reliability**--Reports are in of our brave Italian boys mobilizing to go off to invade the shores of Tripoli. Hopefully they will put up a better fight than they did in the attempt at Ethiopia. Luckily while tensions mount in the volatile Balkans, Italians can be stress free due to the King's declared immunity, even after an apparent snub by that uncivilized Tsar of All the Russias. Maybe he will know better next time.

**Steppe Star (Kiev)**--He's Tan, He's Rested, He's Ready! R. Fisher returned from exile in South America to become Russia's new Foreign Minister. Beginning as a naval attaché he rose to Foreign Minister in Austria (Boris V) and was a rising star in Austrian politics, being awarded a Barony in eastern Hungary before the collapse of the Dual Monarchies when he was forced to run like a rabbit...er...barely escaped with his life. Already he has set the fleets to sea and is calling up reservists to fill an expanded army. Can war be far off with the "Red Baron" back in the saddle again?

## CLASSIFIEDS

**Italy to World** -- Watch out here I come. I may be a rookie but I'll have "Wormtongue" begging for mercy soon. Especially with my friends to the east aiding me. See you in Vienna next year!!

**GM to Italy**: If so, you're heading in the wrong direction.



# BRITANNIA

Turn 1A



## The Cast:

PURPLE: Paul Zieske  
GREEN: Chuck Hanna

BLUE: David Anderson  
RED: Wayne Morrison

ROMANS: Place 7A in Wessex, 8A in Sussex. From Wessex move 2A to Avalon & 3A to Hwicce. From Sussex, move 2A to Essex, 2A to S Mercia, 2A to Seffolk. Combat: Wessex (4,1:3 - 1 Bel), Avalon (6,2:3 - 1 Wel), Hwicce (5,4:3:5 - 1 Wel), Sussex (6,5:5 - 1 Bel), Essex (5,5:5 - 1 Bel), S Mercia (5,2:2 - 1 Bel), Suffolk 1,1:5 5,2:3 - 1 Bel).

The Turn is halted here as the Romans tried to illegally move troops through the hilland area of Powys to Gwynedd and Dyfed (see Rule 5.12, 2nd sentence, and Rule 5.13, last sentence). Due next time are orders for the second Roman move, and for the rest of Turn 1. For retreat/submission planning purposes, the legal portion of the Roman second impulse attacked all remaining Belgae, Powys, March, and York. I'll be updating Green & Red by e-mail as to what the Romans do to them, so, Paul, please mail early so we can finish Turn 1 next time.

## The Beasts:

ROMANS: F & 2A @ Avalon, Essex, S Mercia, Suffolk, Sussex, Wessex; F & 3A @ Hwicce.

BELGAE: 1A each @ Downlands, Kent, Lindsey, N Mercia.

WELSH: 1A each @ Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys

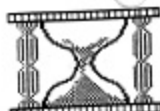
BRIGANTES: 1A each @ Bernicia, Cheshire, Cumbria, Galloway, Lothian, Merch, Pennines, Strathclyde, York.

PICTS: 1A each @ Alban, Dalrada, Dunedin, Mar, Moray, Skye

CALEDONIANS: 1A each @ Cathness, Hebrides, Orkneys

The system, adapted from Scott Cameron's *Protosoa*, follows.

1. All standard rules apply, including changes, clarifications, and errata published in *The General*, except as modified below. Turns will be in proper sequential order.
2. Each issue the GM will request orders for some or (ideally) all of the nationalities in play. Players should take into account as many contingencies as possible and submit conditional orders to cover them. If something weird happens, the Turn will be halted. The goal is to get through this in the minimum number of issues. E-mail will be used to update players to accomplish this.
3. Your orders should include
  - a) Retreat orders for all your armies, indicating where and under what conditions you will retreat. Lacking these orders, the GM will only retreat an army that is outnumbered 4-1 (Romans and cav count as two, as do defenders in hillands) to best defensive terrain, highest point scorer for the defender, or a random area.
  - b) Placement of new armies.
  - c) Movement orders for your units. Include start and ending locations. If you're invoking an obscure rule, reference it.
4. Conditional orders are encouraged, as long as they are based on whatever may have happened before that point or on a rules interpretation.
5. Standard abbreviations: A = army, C = cavalry unit, F = Roman fort, R = raider.
6. To start the game, the Roman player should send orders for both impulses of their Major Invasion. The Belgae, Brigantes, and Welsh players should send retreat/submission conditions.
7. These Rules can be changed by GM edict or on unanimous vote of the players. Suggestions for improvement are both welcome and solicited.



# GILGAMESH

EPOCHS II & III  
Status in China



ERRATA: Red played "Engineering" last time.

## THE CAST:

Scott Cameron (Black = B)  
Chuck Henna (Azure = A)  
Wayne Morrison (Purple = P)

Mark Frush  
T.J. Klausitis  
Michael Tsuk

(Green = G)  
(Orange = O)  
(Red = R)

## EPOCH II (continued)

**EUROPE:** Balkans (1AII), Caucasus (1AII), E Anatolia (1AII), Great Lakes (1AI), Great Plains (1AI), Pindus (1AII), U Tigris (1AII.C.M), W Anatolia (1AII), Yellow R (2AI.C.F), Chekiang (1BII), GPOC (1BII), Wei R (1BII.C), E Deccan (1BI), W Ghats (1BI), Hindu Kush (2GII), L Tigris (1GII.M), M Tigris (1GII.C), Nubia (1GI), Palestine (2GI), Persian Plat (1GII), Red Sea (1G), U Nile (1GI), Zagros (1GII), Ganges V (1OI), Tarim Basin (1OI), Turanian Pl (1OI), U Indus (1PII.C.M), Crete (1PII.M), Persian Salt Desert (1PII), W Deccan (1PII), U Indus (1PII.C.M), Crete (1RI.C), E Med (2R), Levant (1RI.C.M), Nile Delta (1RI), Pyrenees (3RII.F), S Iberia (1RI), Shatts Plateau (3RII.C.F), W Iberia (1RII), W Med (1R).

**PERSIA (O):** Plays "Sub-Saharan Migrants": 1A @ Congo Basin & 1A @ South Africa. Play 1A.C.M @ Persian Plateau (1GII r-Zagros), 1A @ Persian Salt Desert (3,2:4) (5,4:2) -10II & 1PII, 1A @ Lower Indus (5,3:4) -1PII, 1A @ Upper Indus (4,3:5) (5,3:5), (4,3:5), (5,3:4) -20II & 1PII, 1A @ (3,2:5), (5,1:2), (5,2:2) -10II & -20II, 1A @ Upper Tigris (5,4:3) -1AII, 1A @ Levant (4,1:2) -1RI, 1A @ E Anatolia (4,3:6) (2,1:3) (5,3:4) -20II & 1AII, 1F @ Black Sea. Score 7 + C(1) + c(2) + M(5) + S(1) + Mid E(D=6) + China(P=2) + India(D=4) + Sub Afr(O) = 29.

**Score:** O(29), G(26), R(26), P(19), A(15), B(12)

## EPOCH III

**<FITS (A):** Plays "Civil War": 1A @ Persian Plateau (5,4:3 -10II), 1A @ Lower Indus (5,3:1 -10II), 1A @ Upper Indus (5,5:4 -10II), 1A.F.M @ Central Europe, 1A @ Northern Gaul, 1A @ Albion, 1A @ Highlands, 1A @ Ireland, 1A @ Central Massif, 1A @ Dalmatia. Score 15 + C(1) + c(1) + M(4) + S(0) + Mid E(P=3) + China(P=2) + India(P=3) + S Eur(P=3) + N Eur(D=2) + N Am(O) = 33.

**NA<F>DONIA (P):** Plays "Naval Supremacy". Play 1A.C.M @ Pindus (1AII r-Balkans), 1F @ East Med (5,4:1:2 -1RF), (5,5:5 -1F), (5,4:2:2 -1RF), 1A @ Libya: plays "Elite Troops", 1A @ Nile Delta (4,4:1:2 -1RI), 1A @ Nubia (5,2:1:2 -1GI), 1A @ Palestine (4,3:3:3 -1GII) (2,2:1:3 -1A, loses Elite status), (5,1:6 -1GI), 1A @ Levant (5,4:5) (2,1:4 -1A), 1A @ Upper Nile (5,5:5 -1A) (2,1:1 -1GI), 1A @ Levant (5,1:4 -10II.C), 1A @ Mores, 1A @ Crete (5,4:4), 1F @ Red S. Score 19 + C(1x2) + c(1) + M(2) + S(2) + Mid E(P=3) + N Afr(D=4) + India(P=3) + S Eur(P=3) = 39.

**NA<R>YA (R):** Play "Disaster on Land" @ Central Europe (-M&F). Play 1A.C.M @ Ganges Delta, 1A @ Eastern Deccan (3,2:5:5 -1A) (5,1:3:3 -1PII), 1A @ Eastern Ghats (3,3:6 -1A) (5,5:5) (3,1:4 -1A) (5,3:4 -1PII), 1A @ Ganges Valley (4,4:6 -1A) (5,3:6 -1A) (5,3:1 -1OI), 1A @ Upper Indus (1,1:3 -1A) (4,2:1 -1AII). Score 26 + C(2x2) + c(0) + M(2) + S(1) + N Afr(P=2) + India(D=6) + S Eur(P=3) = 44.

**HAN DYNASTY (G):** Play "Kingdom" card, 1A.F.C @ S Iberia (1RI dies). Play 1A.C @ GPOC (1BII r-Wei R), 1F @ Sea of Japan, play 1A "Surprise Attack" @ Yellow River (5,3:4 -1AI) (5,1:5) (2,1:6 -1A) (3,2:4 -1A) (5,2:1 -1AI), 1A @ Wei River (5,1:5 -1BII) (5,2:4 -1BII), 1A @ Chekiang, 1A @ Tarim Basin (1,1:6 -1A). Action halted here after 3 losses.

Due next time are the concluding orders for the Han, and then orders for Hsuing Nu, the Romans, and the Sassanids.

**LEGEND:** A = army, C = Capital, c = city, M = monument, F = fort (on land) or fleet (at sea), r-??? = retreats to ???, S = sea points, 1AII = one Azure Epoch II army.



# ENKIDU

EPOCH I

Memphis & Mohen-jadarru  
Sacked!



## THE CAST:

Dave Anderson (Green = G)  
Ty Hare (Xanthous = X)  
Wayne Morrison (Purple = P)

Michael Tsik (Orange = O)  
Paul Zieske (Red = R)  
Rudy Zodda (Black = B)

## EPOCH I:

**SUMERIA (W):** C.3A.1F @ Lower Tigris.

**EGYPT (O):** Plays "Pirates" & 1F @ Red Sea. Plays C.1A.1M @ Nile Delta. 1F @ E Med. 1A @ Nubia. 1A @ Upper Nile. 1A @ Levant. Score C(1x2), M(1), S(2), N AFR(D=2) + MID E(P=2) = 9.

**MINOA (P):** Plays "Allies". Plays 1A.C @ Crete. 1F @ E Med (4.3:6 -1PF) (5.5:4 -1OF). 1A @ Palestine. 1A @ Nile Delta (6.1:3 -1OI). C->c). 1A @ Arabian Pen. Score C(1x2), c(1), M(1), Seas(1), MID E(P=2), S EUR (P=0), N AFR(P=1) = 8.

**INDUS (B):** 1A.C @ Lower Indus. 1A @ Upper Indus. 1A @ Hindu Kush. 1A @ Persian Plateau. Score C(1x2), MID E(P=2), IND(D=2) = 6.

**ASSYRIA (R):** Plays "Allies". 1A.C.M @ Middle Tigris. 1A @ Upper Tigris. 1A @ Levant (6.6:1 -1OI). 1A @ E Anatolia. 1A @ Zagros. 1A @ Persian Plateau (6.4:3 -1BI). 1A @ Hindu Kush (2.1:4 -1A). Score C(1x2) + c(0) + M(1) + Mid E(D=4) = 7.

**SHANG (X):** C.1A.1F @ Yellow R. 1A @ GPOC. 1A @ Chekiang. Score C(1x2), CHINA (D=2) = 4.

**ARYANS (G):** Plays "Hittites" Card. 1A.C.F @ E Anatolia (1R1 r-U Tigris). 1A @ W Anatolia. 1A @ Turanian Plain. 1A @ Persian Plateau (6.4:3.3 -1RI). 1A @ Tarim Basin. 1A @ Hindu Kush (4.2:1 -1BI). 1A @ Lower Indus (6.1:5 -1BI.C +c). Score C(1x2), c(1), Mid E(P=2), India(P=1), China(P=1), Euras(P=0) = 7.

Score: O(9), P(8), G(7), R(7), B(6), X(4)

## EPOCH II: (Possible Minor in Phoenicia & Kingdom in Upper Nile)

Due soonest are your hold/pass orders on your Epoch II card and orders for Assyria, Chou, and Indus. Also retreat orders for units in Upper Tigris and Persian Plateau. See below. Passing order is P>R>B>X>O>G.

**LEGEND:** A = army, C = Capital, c = city, M = monument, F = fort (on land) or fleet (at sea), r-??? = retreats to ???. S = sea points, A.B.G.O.P.R = faction colors, I-VII = epoch, 2GIV = two green Epoch IV armies, 1R = one red fleet, (5.5:3 -1BI) = attacker rolls 6&5 defender (Black) rolls 3 and loses one Epoch II army.

OK, this is how the Epoch Card swapping will be handled. Your card is a preference list of who to give it to if either you don't want it or you can't keep it. For practical purposes Wayne needs to say if he'll keep it or who he'll give it to. Paul needs to state keep/give and list two guys. Rudy lists three guys, and so on through Ty and Mike. Dave, going last, has no choice so need not indicate anything. Prompt replies (a postcard would be fine) would be appreciated so that I can notify whoever gets Assyria and/or the Chou to submit orders. Or better yet, everyone could submit orders for Assyria and the Chou with their druthers and we'll have both those next time plus whomever I can reach by e-mail.



# REVENGE IS SWEET

C&O Floats!!  
Fisher To Head NYC!



EVENTS: Quist has only 5 B&O.

## PLAYER STATUS:

Quist \$48, 5 B&O(Pres)  
Hanna \$432, 4 NYC(Pres) <Priority>  
R. Fisher \$146, C&SL, 5 NYNH&H(Pres)  
Chinnery \$60, 4 PA(Pres)  
Butitta (LG) \$76, C&A, 4 PA(VP)  
Morrison \$87, SVN&RR, 2 NYC(VP), 3 NYNH&H(VP)

## CORPORATION STATUS:

Company	Value	Pool	Bank	Per	Cash	Trains	Tokens
PA	C111	1	1	\$100	\$629	223	2
B&O	D71	1	4	\$100	\$740	3	2
NYNH&H	H87	2	0	n/a	\$332	222	0
NYC	F68	0	4	\$82	\$20	233	3.D&H,M&H

## STOCK ROUND 5

Hanna sells 4 NYC and buys Pres of C&O, setting per at \$100 (\$432+232-200 = \$464). NYC plunges to J30 (in the Brown, see Rule 10.0). Morrison Pres.  
Fisher buys 4 NYC from Pool (Rule 10.0, para 3), assumes Pres (\$146-120 = \$26).  
Chinnery, Butitta, Morrison, and Quist pass.  
Hanna buys 1 C&O (\$464-100 = \$364).  
Fisher, Chinnery, Butitta, and Morrison pass.  
Hanna buys 1 C&O (\$364-100 = \$264).  
Fisher, Chinnery, Butitta, and Morrison pass.  
Hanna buys and sells 1 PA from the Pool. PA drops to D100.  
Fisher, Chinnery, Butitta, and Morrison pass.  
Hanna buys 1 C&O (\$264-100 = \$164).  
Fisher, Chinnery, Butitta, and Morrison pass.  
Hanna buys 1 C&O (\$164-100 = \$64); C&O floats!  
All pass.

## OPERATING ROUND 5.1

Morrison collects \$5 from SVN&RR. Fisher collects \$10 from C&StL, Butitta collects \$25 from the C&A, and NYC collects \$35 from the D&H and the M&H.

PA: Lays Tile #14 in H16(w). Run H12-H16 (\$40) & H12-H10 (\$30). Pays dividend (DC +\$28, JB +\$28, PA +\$7), so price goes to D110.

C&O: Lay initial Token in F8. Lay Tile #2 in G7(nw). No run, so price slips to A90. Buy 3-train and 4-train (\$1000-180-300 = \$520). All 2-trains scrapped.

B&O: Lay #57 in J14(sw) <\$740-80 = \$660>. Run K13-J14-H16 (\$80). Pay (MG +\$40, B&O +\$8); price goes to D76. Buy a 4 train <\$660+9-300 = \$369>

NYNH&H: Lay #54 in G19(sw) <\$332-80 = \$252>. No trains, so no run, so price slumps to H60. Buys 3-train from NYC for \$1 <\$252-1 = \$251>.

NYC: Tile #24 in F18(ne). Run E19-G19N (\$80). Pay dividends (RBF +\$32, WMM +\$16); price rallies to J40.

## OPERATING ROUND 5.2

Morrison collects \$5 from SVN&RR. Fisher collects \$10 from C&StL, Butitta collects \$25 from the C&A, and NYC collects \$35 from the D&H and the M&H.

PA: Lays Tile #15 in H10(w). Run H10-H12-H16 (\$70). Pays dividend (DC +\$28, JB +\$28, PA +\$7), so price goes to D120.

C&O: Lay Tile #23 in H8(w). Play token in H10 <\$520-40 = \$480>. Run F6-G7-H10 (\$60) & H10-H16 (\$80). Pay dividend (CCH +\$72), so price returns to A100.



**B&O:** Lay #53 in I15(sw). Run K13-J14-I15 (\$100) & I15-I19 (\$60). y (MQ +\$80. B&O +\$16); price goes to D82.

**NYNH&H:** Lay #15 in F22(sw). Run G19N-F20-F22 (\$100). Pay dividends (RBP +\$50, WMM +\$30, NYNH&H +\$20); price goes to H67.

**NYC:** Tile #69 in G17(ne). Run E19-G19N (\$80).

We pause here due to Ron trying to run two trains over the segment of track (E19-G19N and E19-G17) then opting to withhold \$110 instead of the actual \$80. He may reconsider that choice. Due next time are are his option and orders for SR 6 and OR 6.1 and as much of OR 6.2 as you can manage. Fisher has the Priority Card.

#### PLAYER STATUS:

Quist	\$188.6 B&O(Prez)
Hanna	\$136.6 C&O(Prez)
R. Fisher	\$128. C&SL, 5 NYNH&H(Prez), 4 NYC(Prez) <Priority>
Chinnery	\$116.4 PA(Prez)
Butitta (LG)	\$182. C&A. 4 PA(VP)
Morrison	\$143. SVN&RR. 2 NYC(VP), 3 NYNH&H(VP)

#### CORPORATION STATUS:

Company	Value	Pool	Bank	Per	Cash	Trains	Tokens
PA	D120	1	1	\$100	\$843	3	2
C&O	A100	0	4	\$100	\$480	34	1
B&O	D82	1	4	\$100	\$384	34	2
NYNH&H	H67	2	0	n/a	\$271	3	0
NYC	J30/40	0	4	\$82	\$91/171	3	3.D&H.M&H

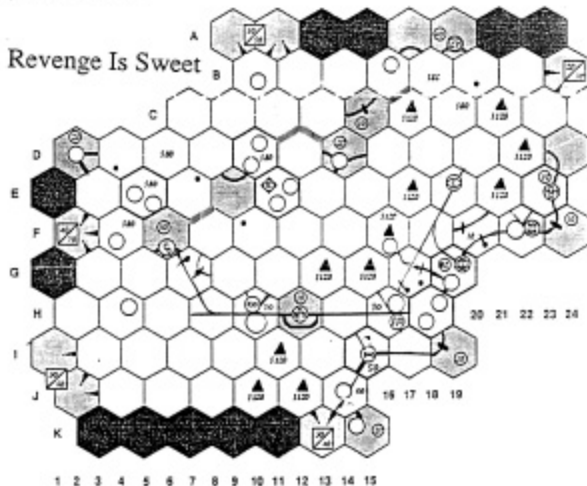
**TRAINS AVAILABLE:** 44555555DDDDDD

The Bank has \$9.178.

#### TILES AVAILABLE:

#3(2), #4(2), #7(4), #8(8), #9(5), #14(2), #15(1), #16(1), #18(1), #19(1), #20(1), #23(2), #24(3), #25(1), #26(1), #27(1), #28(1), #29(1), #53(1), #55(1), #56(1), #57(2), #58(2), #59(2)

Revenge Is Sweet





1835

SX kauft 4-Lok!  
PR nicht Operiert!



**Bertumen:** Where to start? #4 should've made 40M, #5 should've made 160M, and WT should've made 160M via H4-H2-I3-J4-J8-K11. WT thus should have gotten 5M less from the sale of the 2-Lok. Farrow nationalized the BY share for 169M. WT should be at C96. #5's tile lay should've been (nw) and BA's tile lay #207(sw) as the last #208 had been played by BY. Revised cash status below. SX bought a 2+2-Lok from #6 for 1M. Also, changes to tile list: #6(3), #23(1), #67, #207-210(0). The map has been missing two small towns in L8.

**Spielerstellung:** (Aktienlimit = 9) (\* = Doppelaktien)

Tauk: 46M, #1, Hann, 3 BY, 2 SX, 2WT\*  
 Butitta (LG): 114M, 6 SX(Dir), #6, 1 WT <der Zug>  
 Chinnery: 68M, 7 BA(Dir), 1 SX, 1 WT  
 Hanna: 59M, #2, #6, 2 BA\*, 4 HE(Dir)  
 Frueh: 149M, #4, Braun, 6 WT(Dir)  
 Farrow: 3M, 7 BY(Dir), OB, 1 BA  
 Zieske: 39M, #3, PB, 4 PR, 1 WT

**Gesellschaftsstellung:**

Name	Wert	Kartell	Bank	Geld	Zuege	Taken
#1	---	---	---	165	2	0
#2	---	---	---	10	2,3+	0
#3	---	---	---	200	2	0
#4	---	---	---	0	22	0
#5	---	---	---	116	2	0
#6	---	---	---	48	2+3	0
BY	E114	0	0	429	22,2+,3	2
SX	F92	1	0	445	2+2+,3	2
WT	C96	0	0	645	3+	0
BA	C82	0	0	650	23,3+	0
PR	C154	0	0	(616)	---	2
HE	D84	0	6*	(336)	---	2

**Betriebsrunde 8.1:**

Die Privatbahnen bezahlt 10M zu Farrow, 16 M zu Zieske, 25M zu Frueh, and 30M zu Tauk.

#1: Rennt H2-I3 (80M). Bezahlt (#1+40M, MT+40M).  
 #2: Legt #23 in K15(ne). Rennt C11W-B12-C11E-E19-B16-B14 (150M) und E19-H20 (80M). Bezahlt (#2+115M, CCH+115M).  
 #3: Legt #9 in F18(w). Rennt C11S-F14 (70M). Bezahlt (#3+35M, PZ+35M).  
 #4: Legt #27 in D10(ne). Rennt G5-F6 (40M) & G5-H4 (40M). Bezahlt (#4+40M, MMF+40M).  
 #5: Rennt E19-C11E (80M). Bezahlt (#5+40M, LG+40M). Kauft 2+2-Lok aus SX <115M+40-156 = 1M>.  
 #6: Legt #20 in K13(e). Rennt C11W-B12-C11E (90M). Bezahlt (#6+45M, CCH+45M).  
 BY: Legt #13 in N12(se). Rennt N12-O15 (70M), H2-I3 (80M), I3-J4-J8-K11 (100M), H2-I1-I3 (90M). Bezahlt (DF+236, MT+102M); Preis geht zu E114.  
 SX: Legt Token in E19 <445M+155-80 = 540M>. Rennt H16-I17-H20 (80M) & H20-E19-C11E (120M). Bezahlt (LG+120, MT+40M, DGC+20M, SX+20M); Preis geht zu F98. Kauft ein 4-Lok <540M+20-360 = 200M>. Aller 2-Loks sind getoet.  
 PR: Operiert nicht.  
 WT: Legt #215 in G3(sw) <645M-50 = 595M>. Rennt H4-H2-I3-J4-J8-K11 (150M). Bezahlt (MMF+75M, MT+30M, DGC+15M, LG+15M, PZ+15M); Preis geht zu C92. Kauft ein 4-Lok <595M-360 = 235M>.  
 BA: Legt #8 in J12(w). Rennt M5-L6-J8 (120M) & L14-I17-H22-E19 (120M). Bezahlt (DGC+168M, CCH+48M, DF+24M; Preis geht zu C86).

Ich noetig habe fuer Ordnungen fuer Betriebsrunde 8.2 und Aktienrunde 9. LG hat den Zug.

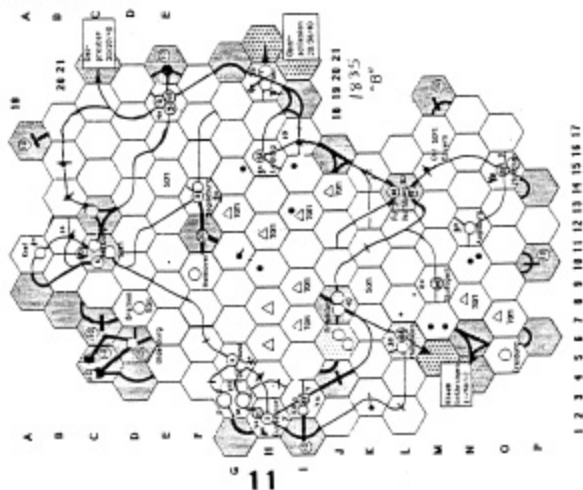
**Spielerstellung:** (Aktienlimit = 9) (\* = Doppelaktien)  
 Tsuk: 288M, #1, Hann, 3 BY, 2 SX, 2 WT\*  
 Butitta (LG): 289M, 6 SX(Dir), #6, 1 WT <der Zug>  
 Chinnery: 261M, 7 BA(Dir), 1 SX, 1 WT  
 Hanns: 267M, #2, #6, 2 BA\*, 4 HE(Dir)  
 Frueh: 289M, #4, Braun, 5 WT(Dir)  
 Farrow: 276M, 7 BY(Dir), OS, 1 BA  
 Zieske: 103M, #3, PB, 4 PR, 1 WT

# **Gesellschaftsstellung:**

Name	Wert	Kartell	Bank	Geld	Zuege	Token
#1	---	---	---	205	-	0000000000
#2	---	---	---	125	3+	0000000000
#3	---	---	---	235	-	0000000000
#4	---	---	---	40	-	0000000000
#5	---	---	---	1	+	0000000000
#6	---	---	---	90	+	0000000000
BY	E126	0	0	428	+	0000000000
SX	F98	1	0	200	+	0000000000
WT	C92	0	0	238	+	0000000000
BA	C86	0	0	680	3,3+	0000000000
PR	D154	0	0	(618)	---	0000000000
HE	D84	0	6*	(338)	---	0000000000

**Verfuegbare Zuege:** 4,4+,55,5+,56,6+6+6+8+  
 Die Bank hat 8.822M.

**Allen verfuegbaren Bleisteden:** #1(1), #2(1), #3(0), #4(0), #5(3), #6(2), #7(7), #8(1), #9(6), #12(1), #13(1), #14(2), #15(0), #16(2), #18(1), #19(2), #20(1), #23(0), #24(3), #25(2), #26(1), #27(1), #28(2), #29(2), #35(1), #57(1), #58(1), #69(2), #87(2), #88(2), #203(2), #204(0), #205(1), #208(1), #211(1), #212(1), #213(1), #214(1), #218(0)





# SILVERTON

## TURN 1A



### THE CAST:

#1: Don Chinnery	\$6000, S+1, P
#2: Bill Wordelmann	\$6000, S, P+1
#3: Wayne Morrison	\$6000, S+1, P
#4: Paul Zieske	\$6000, S, P+1
#5: Michael Quist	\$6000, S+1, P
#6: Dan Farrow	\$6000, S, P+1

\$50,000 game wins 2-1-3.

### AVAILABLE CLAIMS:

#10: Heber City (silver)	#18: Aspen (silver)
#26: Silverton (silver)	#34: Dolores (lumber)
#49: Hixwatha (coal)	#64: Walsenburg (coal)
Passengers Cards 1-6	The Deck

### TURN 1A ACTION: (See Note 1).

- #1: Survey DEN to C Springs (-\$800). Prospect P1 (illegal see Note 2)/Deck (#60)
- #2: Survey DEN to C Springs (-\$800). Prospect Card #64.
- #3: Survey Pueblo to Walsenburg (-\$700). Prospect Card #64.
- #4: Survey SLC to Provo (-\$500). Prospect Deck (#67)
- #5: Survey SLC to Heber City (-\$700). Prospect Card #10.
- #6: Survey SF to Tacs (-\$1000). Prospect Card #64.

**DISPUTES:** #64 remains disputed as Wayne (8) and Bill (7+1) tied but beat Dan (3+1). Note Wayne will get a +3 drm next time for having a complete line there.

### PLAYER STATUS

#1: Don Chinnery	\$5200, (S+1, P), #60?
#2: Bill Wordelmann	\$5200, (S, P+1)
#3: Wayne Morrison	\$5300, (S+1, P)
#4: Paul Zieske	\$5500, (S, P+1), #67?
#5: Michael Quist	\$5300, (S+1, P), #10?
#6: Dan Farrow	\$6000, (S, P+1)

### AVAILABLE CLAIMS:

#10: Heber City (silver)?	#18: Aspen (silver)
#26: Silverton (silver)	#34: Dolores (lumber)
#49: Hixwatha (coal)	#60: Durango (coal)?
#64: Walsenburg (coal)	#67: Trinidad (coal)?
Passengers Cards 1-6	The Deck

1. Several of you sent orders conditional on what another player did that phase. We're not playing that way (Mike Quist's game is, but we're running under the Randy Cox system where surveying and prospecting are done simultaneously).

2. You cannot "prospect" a passenger line until you have an established link between both cities. Since surveying/prospecting is Phase II, staking a claim is Phase IV.1, constructing track is Phase IV.2, and operating the run is Phase IV.5, you must have established the rail link prior to the turn you "prospect" for it; however, you can collect the turn the "prospecting" succeeds. As this is the first game under the system the GM reassigns the prospector to "The Deck".

3. Change of procedure. If you prospect and win a claim, you automatically buy it (Exo: If you prospect the Deck, you retain right of denial). This allows me to replenish the available claims without fear of compromise and it also discourages challenging the down-and-out to keep them that way. The change is effective next turn. The thorough player will provide provisional orders to cover such an eventuality.

Due next time are your buy/operate decisions for your claims, and your surveying and prospecting duthers for Turn 2.

### THE MAP:

Instead of printing something so small no one could read it, figure it out from the above. With the passing of "The Hunt", we'll have a page free next time.



# KREMLIN

## TALKSALOTT PURGED!

### YEAR 2



The Cast:  
 Dave Anderson: (RUSKKIE)  
 Scott Cameron: (POCKY)  
 Ron Fisher: Reakctionary Burektratic Faktion (RSB)  
 Mark Frueh: Modern Madonna Faktion (MMF) <1 Were>  
 Mike Guist: Bolshervik And neo-Revisionist Fringe (BARF)  
 Rudy Zoddes: (BRIBES)

#### POLITBURE

Party Chief:  
 KGB Head:  
 Foreign Minister:  
 Defense Minister:  
 Ideology Chief:  
 Industry Minister:  
 Economy Minister:

Wasolin (2), 51  
 Manjak (P), 62  
 Krakemheds (E), 72(w)+  
 Palavrian (G), 70  
 Niewitko (D), 73  
 Shootemedsky (H), 69(s)  
 Talksalott (J), 68(w)+

10 MMF\*, 9 POCKY, 2 BARF  
 9 MMF\*, 4 BARF, 3 BRIBES  
 3 RSB\*  
 2 MMF\*, 1 BARF

Sports Minister:

Zenjarplan (Q), 60

10 POCKY\*, 4 RSB,  
 10 RUSKKIE, 5 BARF  
 6 RSB\*, 5 BRIBES, 4 BARF\*,  
 1 RUSKKIE

Candidates:

B, C, O, R, W

People:

F, I, K, L, N, S, T, U, V, X, Y

Siberia:

M

Kremlin Wall:

A

#### TURN 2:

1. **CURE PHASE:** All stay at work. Party Chief Wasolin ages 1 SP to 52. Krakemheds (E) and Talksalott (Q) age 2 SP to 74 and 70 respectively for being both sick and in their weak positions.

2. **PURGE PHASE:** KGB Head Manjak (P) purges Talksalott (J, 11+2), but fails to purge Zenjarplan (Q, 9+2), aging 6 SP to 66.

3. **SPY INVESTIGATION PHASE:** Defence Minister Palavrian (G) opens investigations on D, E, and Q, aging 3 SP to 73. He then condemns W, aging another 2 SP to 75.

#### 4. HEALTH PHASE:

Party Chief Wasolin (52) runs "6" kilometers a day, remains healthy.  
 KGB Head Manjak (66+) takes "12" grams of aspirin daily, remains sick (+).  
 Foreign Minister Krakemheds (74+) does "20" push-ups daily, regains health.  
 Defence Minister Palavrian (75) drinks "15" liters of vodka weekly, stays healthy.  
 Ideology Chief Niewitko (73) grows sick (+) smoking "8" packs of cigarettes a day.  
 Industry Minister Shootemedsky (69) walks "16" flights of stairs, stays healthy.  
 Sports Minister Zenjarplan (60) dates "3" women in one night and becomes ill (++)

Due next time are your orders for the Replacement, Rehab, and Parade Phases.

#### POLITBURE

Party Chief:  
 KGB Head:  
 Foreign Minister:  
 Defense Minister:  
 Ideology Chief:  
 Industry Minister:  
 Economy Minister:  
 Sports Minister:  
 Candidates:  
 People:  
 Siberia/Wall:

Wasolin (2), 52  
 Manjak (P), 66+  
 Krakemheds (E), 74(w)+?  
 Palavrian (G), 75  
 Niewitko (D), 73+?  
 Shootemedsky (H), 69(s)  
 <VACANT>  
 Zenjarplan (Q), 60+?  
 B, C, O, R, <VACANT>  
 F, I, K, L, N, S, T, U, V, X, Y  
 J(70), M, W / A

10 MMF\*, 9 POCKY, 2 BARF  
 9 MMF\*, 4 BARF, 3 BRIBES  
 3 RSB\*  
 2 MMF\*, 1 BARF

6 RSB\*, 5 BRI, 4 BAR, 1 RUS

LEGEND: \* = controlling faction, (s) = strong in post, (w) = in post, + = sick, ++ = ill, ? = under investigation



# DUNE

## Harkonnen Vs Emperor



### TURN 7

**ERRATA:** E ended with 18S last time.

**ATREIDES:** (R. Shacklett) KH, 2C, 0S.  
**BENE GESSERIT:** (Bodkin) 4C, 11S, 8T in Carthag, 6T in Habbanya Ridge Sitch, 1T each in Sitch Tabr, and Arrakeen.  
**EMPEROR:** (R. Fisher) 3C, 18S, 2\* & 3T in Arrakeen, 2T in Pasty Mesa(s6).  
**FREMEN:** (Morrison) 2C, 14S, 3T in The Great Flat, 2T in False Wall West(s16), 2T in False Wall East(s9), 1T in Habbanya Erg.  
**GUILD:** (Tsuk) 0C, 16S.  
**HARKONNEN:** (Klausutis) 9C, 7S, 3T in Habbanya Ridge Flat(s18).  
**TANKS:** A 11T, B 4T, E 10T & 3\*, F 9T & 3\*, H 14T, G 20T, Cpt Aramsham, S. Mapes, Dr Yueh, T. Hewat, Chani, D. Idaho, Cpt Nefid, S. Tuek, Basher  
 The Shield Wall has been blown.

### TURN 7

1. B plays "Weather Control" and dials "0". The Storm stays in Sector 9.
2. Shai-Halud appears at both Red Chasm and Rock Outcroppings, eliminating the spice there. **Spice Blows** are at South Mesa (10) and Sihaya Ridge(6). We have a Nexus. Fremmen break their alliance with Atreides.
3. **Bidding:** A & B receive 2S in CHOAM charity. There are 6 cards available.  
 G bids 6S, F bids 5S, E bids 3S, A bids 1S; G gets \_\_\_\_\_ (-6S to E)  
 G bids 6S, F bids 5S, E bids 3S, A bids 1S; G gets \_\_\_\_\_ (-6S to E)  
 F bids 5S, E bids 3S, A bids 1S; F gets \_\_\_\_\_ (-6S to E)  
 F bids 5S, E bids 3S, A bids 1S; F gets \_\_\_\_\_ (-6S to E)  
 E bids 3S, A bids 1S; E gets \_\_\_\_\_ (-3S)
4. **Revival:** A revives 2T, B revives 2T, E revives 1\* & 2T (-4S), F revives 2T & 1\*, G revives 2T (-2S), H revives 3T (-2S).
5. **Shipping:** F places 2T & 1\* at Sitch Tabr. E ships 1\* & 2T to Tuek's Sitch (-3S to G). H ships 3T to Tuek's Sitch (-3S to G). B hitchhikes 2T to Tuek's Sitch.
6. **Movement:** E moves 2T from Pasty Mesa to Tuek's Sitch. F moves 2T from False Wall East to Sihaya Ridge. H moves 2T from Habbanya Ridge Flat to Habbanya Ridge Sitch. B coexist everywhere.
7. **Combat:** E (@) w/ 4T & 1\* vs H w/ 3T at Tuek's Sitch.

Due next time are orders for Turn 7 Combat through Turn 8 Spice Blow.

**LEGEND:** \* = starred token, @ = aggressor, A = Atreides, B = Bene Gesserit, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, KH = Kwitzach Hadersch, L = leaders, S = spice, s# = sector #, T = token.

**ATREIDES:** (R. Shacklett) KH, 2C, 2S.  
**BENE GESSERIT:** (Bodkin) 9C, 13S, 8T in Carthag, 6T in Habbanya Ridge Sitch, 2T in Tuek's Sitch, 1T each in Sitch Tabr, and Arrakeen.  
**EMPEROR:** (R. Fisher) 4C, 30S, 2\* & 3T in Arrakeen, 1\* & 2T in Tuek's Sitch.  
**FREMEN:** (Morrison) 4C, 4S, 3T in The Great Flat, 2T in False Wall West(s16), 2T in Sihaya Ridge, 1T in Habbanya Erg, 2T & 1\* at Sitch Tabr.  
**GUILD:** (Tsuk) 2C, 7S.  
**HARKONNEN:** (Klausutis) 9C, 2S, 3T in Habbanya Ridge Sitch, 3T in Tuek's Sitch.  
**TANKS:** A 9T, B 2T, E 8T & 2\*, F 7T & 2\*, H 11T, G 18T, Cpt Aramsham, S. Mapes, Dr Yueh, T. Hewat, Chani, D. Idaho, Cpt Nefid, S. Tuek, Basher  
 The Shield Wall has been blown.



## STELLAR CONQUEST

Game Progress



The games are presently awaiting:  
FLESH GORDON--Turn 30 combat.  
SIMON WAGSTAFF--Turn 32 Production and movement orders for Turns 33-36.  
GOLAN TREVIZE--Game statement follows.

MORRISON (#2): After looking at the transcript of the action I'm glad I did not know I was fighting only one invading force. To know that two of my opposites were already defeated and I was fighting an enemy who was building 4 death stars a turn to my 0 would have been very demoralizing. It was bad enough as it was. Congrats to Keith Sessler for a well played game and sign me up for the next Stellar Conquest!

GM: This probably went quickest because there were fewer people to coordinate. This system definitely needs firm deadlines and turnarounds, and I have certainly sinned in that respect. Keith's trashing of Paul Seander's base world (36M, 41) on Turn 7 secured him peace in his half of the board for many turns and doubled his production capacity. The discovery of the MT-40 mineral rich planet at Altair sealed the others' fates--150 ip a turn! It could've been worse. Consider what robotic industry could've done. Then too Keith crisped Mike's 80 ip (last) planet. Had he conquered and garrisoned it, that's two more Death Stars that could have been prowling on Turns 41-44.

Please expedite your orders. The time you save is only your own.

---

### CIRCUS MAXIMUS HOUSE RULES

1. The standard rules, as modified by errata, clarifications, and revisions in *The General*, will be used except as modified below. We will be using the Advanced Rules (chariot wrecks, dragged drivers, etc), but not the Campaign Rules (skulduggery, bribes, etc)
2. Players will submit prep points, charioteer's name, and team colors to the GM. The Mighty Ms Nar will randomly determine the final chariot attributes and their starting lanes. In case of tie for names/colors, Ms Nar will assign some to the losers of her coin/die toss.
3. Any chariot starting from a full stop will be penalized as if under Rule 6.9, second paragraph.
4. If there are five or less participants, each player will run two chariots. The extra two chariots will be randomly assigned to lanes "stacked" on another chariot (they in effect share the same starting lane). If there are more than ten players, more than one race will be run.
5. During the race, players should submit reasonably detailed orders to cover multiple situations as they will not know the order of movement until it is their turn (E-Mail players could be advised of prior moves, and respond quickly).
6. Minimal orders are: "Speed, Whip? attack whom/how, brake/evade from attacks." Be as specific as you can be (I'll take a driver-to-driver whip attack, but I'll brake for a cart-to-horse or cart-to-cart. Evade if can't brake, outward preferable to inward unless within two of outer wall, then inward or take, unless attacker can't follow, then evade. Would like to end in Lane 15.)
7. Ms Nar will execute all the dice rolls.

We have Anderson, Cox, Fryling, Hare, & Zieske signed up. I need chariot prep points from Cox and Hare before we can start. And there is room for a few more. Fryling has claimed black and red as his colors, Zieske purple and blue.



## MAGIC REALM

Bart & Co. Bashers Serpents!  
Gold Magic Everywhere!



### The Cast

John Butts:  
Scott Cameron:

Marcel Carbonneau:  
Don Channery:  
Dan Ferrow:  
Richard Price:  
Jack Shacklett:  
Michael Tsuk:

"Moondoggie" the Sorcerer (Bashytail, Misty)  
"Wolf Ironhelm" the Berserker (deceased)  
"Black Bart" the Black Knight  
"Amber Rose" the Amazon  
"Scitch" the Witch King (Ribbit Silky)  
"Woody" the optional Wizard (retired)  
"Sir Jordan" the White Knight (retired)  
"Fang Gulfwulf" the Berserker  
"Capt Avlon" the optional Captain (deceased)

### DAY 27

Moondoggie did drop the Flowers of Rest before departing Cr5.

Monster Roll - 4

### EVENING 27

C1 & C2 each lure a serpent. C2 swings H5\*/dodges 4. C3 thrusts H6\*, and C4 smashes H6\* while the serpent thrusts H5/charges 4, and slithers off to snake heaven. Meanwhile C1 thrusts M4\*/charges 3. C5 swings H5\*, and Bart thrusts H6 with his mace, protecting his little buddy; the serpent smashes H5/ducks 4 and all miss. Bart's mace is alerted.

C5 now lures the serpent. C5 swings H5\*/dodges 5. Bart swings H6. C2 smashes H6\*. C3 swings H6\*. C4 thrusts H6\*, and the sorry serpent smashes M4/ducks 3 and is slain. Bart earns 8F & 8N.

Monster Roll - 4

### DAY 28

#### Gold Magic

Monster Roll - 5

The dead spiders return to the Set-Up Card; the Ghosts to CV5.

Fang @ Inn: S(Lt 4.3 = -), S(Lt 4.2 = -), S(Lt 2.2 = M5/M5\* horse), S(Lt 5.3)  
Black Bart & Company @ Le3: M Le6, M Le1, M Le4, M AV2, M AV5.  
Moondoggie @ M Cr1: S(Loc 5.3 = -), S(Loc 6.1 = -), S(Loc 5.4 = -), S(Loc 5.3 = -);  
reveal STINK M, LOST CASTLE 1, ALTAR 1, PATTERN 2, LAIR 3, CAIRNS 5,  
ROAR 5. T Spider appears at Cr5.

Scitch w/ Bashkars @ OW2: H(5.2 = y), H. A(MAGIC IV3\*) A(MAGIC IV3\*); reveal  
RUINS W.

Amber Rose @ EV5: M MW2, M Ru1, M Ru4, S(Peer 4.2 = HE), S(Peer 5.3 = -).

COMBAT: Fang could take on the Rogues. Scitch could betray the Bashkars. Bart and Company can take on the Soldiers.

Due next time are Turn 28 combat orders and any end game statements.

DEAD PILE: The Patrol, 2 T Giants, T Troll (Vault), 1 bat, 2 workhorses, the Lancers, the Guard, T Demon, C6.

BOARD NOTES: The game ends after today's combat.

### PRESS:

Bye Ralph. Parting is such sweet sorrow. Especially at union wages.





# THE HUNT

Butitta Wins!



**THE HUNT** is a word game inspired by James Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "pride" for "lions". Boris and Ms Nar will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins six free issues of this rag or nine issues of Brad Wilson's *Vertigo*. **THE HUNT** is run in Chases or rounds. We report the 5th Chase of the 3rd Hunt. Gentlefolk, to the Hunt!

## CHASE 5 (Theme: Urbanites, pt 2)

- |                    |   |
|--------------------|---|
| 1. Houstonians     | drought, gusher(2*), oilrig, outpost, space(/N), wealth(B)  |
| 2. Seattleans      | downpour, drizzle(*B), espresso, mist, rain, rainfall, needle(N)  |
| 3. Dallasites      | brag(B), corral, galaxy, gun rack, herd(2), posse(*), range(N)  |
| 4. St Louisites    | arch(2), brewery, flood(/B), keg, spirit(*), zoo  |
| 5. San Diegans     | balboa, clergy, fleet(N), flipper, flotilla, sunshine, zoo(*B)  |
| 6. Sacramentans    | arbor, capital, carafe(*), communion(N), grove, host(B), med fly, nowhere                                 |
| 7. Minneapoleans   | blizzard(*N), lake, mary richards, peck(B), sisterhood, snowfall, twin                                    |
| 8. Juneauites      | blizzard, borealis(*), few, frozen, glacier(N), isolation, statute(B), wilderness                         |
| 9. Albuquerqueans  | squifer, chili(B), cliff, dry(*), mountain, queue, right turn, sauna                                      |
| 10. Philadelphians | brawl(B/N), brotherhood(*), bunch of Hoagie Eatin', buried, (continental) congress, independence, liberty |

**LEGEND:** B = Boris's suggestion, L = Mr Lipton's suggestion, N = Ms Nar's suggestion, \* = winner, + = tied, # = suggested # times, / = selected also by.

Scores this time are: Ron Fisher with 3.00, John Butitta with 2.50, Randy Cox with 2.00, Kathie Fisher and Richard Weiss with 1.00, and Scott Cameron with 0.50.

Final scores are John Butitta with 11.58, followed by Scott Cameron (8.33), Kathie Fisher (7.00), Ron Fisher (6.83), Dan Farrow (4.74), Wayne Morrison (4.66), Randy Cox (3.00), Brad Wilson (2.33), Richard Weiss (1.00), and Dave Anderson (0.00).

John wins his choice of six issues of *Boris* or nine issues of *Vertigo* (currently on hiatus). Since he doesn't seem to be a Dipper, I suspect he'll choose the former.

### On Deck

1829: Zieske(S), Chinnery(N), Wordelmann(?), Quist. Could take 5 more.

1830: Bodkin, Chinnery, Farrow, Klausutis, Morrison, Zieske, Wordelmann, Hare, Alternates Chinnery, Frueh, Tsuk & Wordelmann(?). Puffenberger & Zieske for "Coalfields", Weiss(?) any variant.

1835: Chinnery, Quist, Wordelmann(?), Zieske & Hare signed up. Chinnery and Farrow signed up for any variant. Alternates Frueh, Tsuk & Wordelmann.

BOURSE: "Alda-Chur" closed. "Boldhome" has continuous openings.

CIRCUS MAXIMUS: Zieske, Hare, Cox, Anderson, Fryling (could use up to 3 more)

CIVILIZATION: Carbonneau, Morrison, Weiss(?)

DIPLOMACY: Whitehair(?). Alternates Carbonneau, Ford, Franz, Frueh, Hanna, Morrison, Sessler, Tsuk, Wilson.

DOWN WITH THE KING: Butitta, Vendine(?), Campisano. Need 1 to 4 more.

DUNE: Anderson, Zodda, Weiss(?). Alternate Anderson.

HISTORY OF THE WORLD: Weiss(?)

KINGMAKER: Carbonneau

KREMLIN: Puffenberger, Farrow, Campisano.

LIFTOFF: York, Cox

MAGIC REALM: Carbonneau (need 5-15 more)

MERCHANT OF VENUS: Quist, Puffenberger, Wordelmann(?), Chinnery, Weiss(?)

MYSTIC WOOD: Carbonneau

TITAN: Carbonneau

THE STOCK MARKET GAME: Cox

OTHER POSSIBILITIES: ADVANCED CIVILIZATION, DARKOVER, GODSFIRE, GUNSLINGER, JUNTA, KAMAKURA, PLANET MINERS, RAIL BARON, STELLAR CONQUEST, TALES OF THE ARABIAN NIGHTS, TUFASET

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 DEADLINE FOR ALL GAMES IS 1200 NOON CDT 3 Sep 94  
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## The Bottom Line

This is BORIS THE SPIDER, a 'zine dedicated to the play of multiplayer games. BORIS is published the first or second Sunday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$9.00 for 12 issues in hardcopy or \$1 by E-mail via GENIE or INET. A hardcopy sub will also include an E-mail sub. Make checks payable to Paul R. Bolduc. BORIS can be reached at (904) 863-8081, GENIE F.BOLDUC1, INET BOLDUC@U11EGLIN.AF.MIL or P.BOLDUC1@GENIE.GEIS.COM. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in a epic computer battle, recognize your voice, or enthralled in a baseball or hockey game, you may get to talk to a real human, so don't hang up upon hearing the Mighty Ms Nar's recorded message.

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